For the APPLE®

A POLITICAL, ECONOMIC & MILITARY GAME OF WORLD DOMINANCE

GEOPOLITIQUE 1990™

SSI

STRATEGIC SIMULATIONS INC

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FOR YOUR APPLE® II WITH APPLESOFT ROM CARD, APPLE II+ OR APPLE IIe 48K MEMORY & 1 MINI FLOPPY DISK DRIVE

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GEOPOLITIQUE 1990™ was designed by Bruce Ketchledge.

☐ PLAYING TIME: 2 to 4 Hours. ☐ INTERMEDIATE LEVEL

Box cover design by IMAGE CREATIONS.

- Two games in one: An entire political/economic game that may or may not degenerate into a military, non-nuclear wargame.
- Seven scenarios including a 1984 "historical" scenario.
- Computer-controlled map of the world showing 19 major land & 13 ocean areas.
- You control the U.S. while the computer picks your opponents from 15 potential Soviet Politburo members, each rated in 6 categories.
- Ability to manage the U.S. economy by allocating your industrial base to produce raw materials and finished goods.
- Political game requires players to negotiate with computer-controlled neutral countries for economic, political and military agreements.
- Military game entails the production of fleets & armies, each with their own air forces.
- Ability to save game in progress for resumption later.

YOU AGAINST THE COMPUTER ....FOR THE WORLD!

Your duties are widespread and challenging in this comprehensive simulation of international diplomacy and military confrontations. As President of the United States in the 1990's, you face a world that is economically troubled and caught up in the tense power struggle between the two major powers, your country and the Soviet Union (played by the computer). With shrewd negotiation, efficient utilization of natural resources, and the right military posture, you can achieve world preeminence.

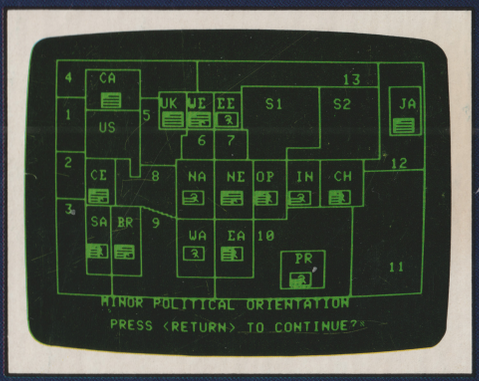
The diplomatic phase of GEOPOLITIQUE 1990™, known as "GEOPOL," is a "peaceful" struggle for domination between the U.S. and the Soviet Union. You combine raw materials (i.e., food, metal, and energy) with industrial capacity and capital to produce finished goods. These in turn are offered to the "minor" countries in exchange for various military alliances, political agreements and/or economic concessions to permit access to their raw material/industrial base. Your political savvy in international haggling will make or break your attempt to gain world dominance without a shot being fired.

"World War III." Ominous words that become reality should diplomacy and negotiations fail. This military phase of GEOPOLITIQUE we call "GEOWAR" simulates conventional (non-nuclear) warfare and boasts realistic features such as air strikes, amphibious landings, air superiority and terrain considerations. Even wartime economics are incorporated into GEOWAR: raw materials and industrial strength are allocated to produce new military units, reinforce existing units, and extend industrial base and mobilization capacity.

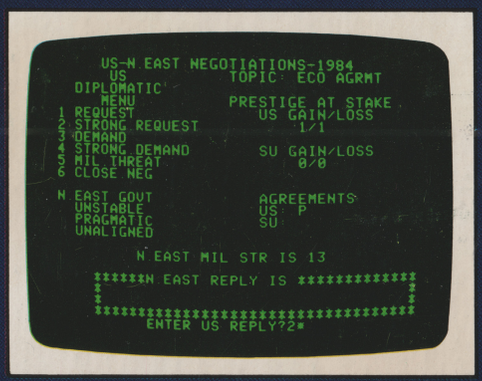
There are a total of seven scenarios to choose from — anything ranging from today's volatile global situation to a number of hypothetical settings projected into the 1990's.

You have to deal with national and military goals such as raising your Gross National Product, building up your army and increasing prestige. At the same time, you also need to consider additional factors — world tension levels, coups, random events, and even the individual tendencies of the Soviet Politburo members that the computer uses as a model to establish its strategy.

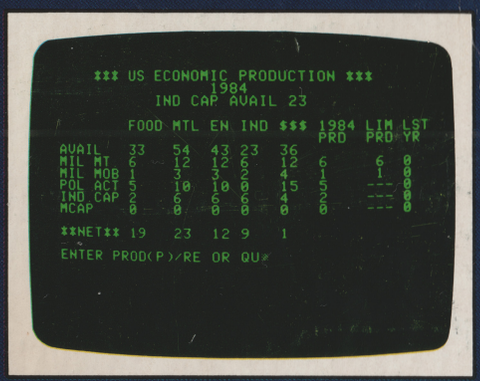
With the world at stake, is the gray matter located between your ears any match for the electronic brains of the computer? The sooner you open this box, the sooner you'll find out!



The 16 "minor" powers in this game show varying degrees of orientation towards one of the two superpowers.



Diplomatic negotiations between the super and minor powers are crucial. Here, the Near East contemplates its response to a U.S. attempt to reach an economic agreement.



Sample chart shows production and allocation of food, metal, energy, industrial points and money for military maintenance & mobility, political action and industrial & mobilization capacity.